Classic Family Games

CHESS

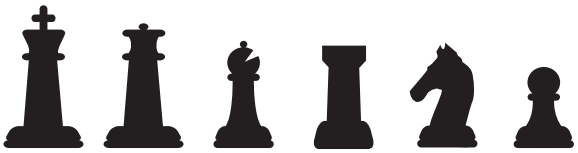
PREMIUM WOOD CABINET

INSTRUCTIONS

Ages: 8+
Players: 2

Equipment: 32 chess pieces (16 beige, 16 black), game board
Object: Immobilize/capture the opponent's king

Chess Pieces Key:



King Queen Bishop Rook Knight Pawn

Set-up:
Lots are drawn to establish who has the beige chess pieces and, thus, who can move first. This player is then allotted the 16 beige chess pieces and the other player, the 16 black chess pieces. The board is positioned so that each player has a white corner square on his right. The rooks are positioned on the two corner squares to the left and right. Next to these, the two knights, the two bishops, and in the center, the queen and king. The beige queen is always positioned on the white square, the black queen on the black square. The eight pawns are then placed in the second row in front of these chess pieces. When the board is set up, the vertical rows are called files and the horizontal rows are called ranks.

Movement:
The pawns can only move forward. For the first advance from its initial square on the second rank (row), the any direction, any distance. The knights are the only pieces which are able to change direction during the course of a move and "jump over" one's own or an opponent's pieces; a knight takes one step of one single square along the file or rank and then, still moving away from the square that it has left, takes one step along the diagonal. The king may move in any direction, one step at a time.

Play:
All pieces start from the pawns in the normal direction of movement described above. However, the pawns which normally only move in a straight line, may only capture diagonally to the left or right and only while moving forward. It is not obligatory to capture your opponent. If the king is threatened, check must be given (the player must declare "check"). The opponent is then obliged to protect his king by moving the king to another square or moving one of his own pieces between it and the threatening piece or capturing the opposite attacker. If he is unable to make any of the above moves, the king is said to be "checkmated" and the game ends in favor of the opponent.

There is one peculiarity—castling. Castling is a compound move of the king and one rook (formally called "castle") that may be made, if at all, only once in a game. It is legal if neither the king nor the rook has yet moved and if all the squares between them on the rank (row) are vacant. The move cannot be made if an opponent's piece is on one of the two squares nearest the king on the side where castling is to occur or if the king is in check. The move is executed by moving the

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